**Structure Plane**

**Interaction design**

Interaction design is concerned with describing possible user behavior and define how the system will accommodate and respond to that behavior, including conceptual model and error handing.

***Conceptual Model***

1. When you scan the Books & Arts site, the clean, distinct elements immediately catch the user’s eye. For example, the search/shopping cart controls on top right of all pages. The shopping cart and checkout pages are similar to other e-commerce sites.By using a conceptual model of such typically pages, it helps people to shop on Books & Arts website smoothly as if they visit and have before.
2. Gaining thorough knowledge of a product through the conceptual model of customer reviews and product details gives the user peace of mind and helps them make an informed decision. This way to eliminate feels of pressure ion the user in buying the book(s) and/or antiques.
3. Using the conceptual model of creating account, users can set up their accounts, track purchases and such ease and quick.

***Error Handing***

The commonly known exit’ button is used on the shopping cart page in the event users accidently clicked on a wrong item or even decide they want to exit out the screen. Also incorporated, are the helpful red asterisks throughout the forms on the site. These red asterisks indicate to users that a response is required for that element of information just as any other site or the screen will not progress on once they attempt to hit the appreciate button to proceed.

**Information Architecture**

Because information architecture is concerned with how people cognitively process information, information architecture considerations come up in any product that requires users to make sense of the information presented; most importantly, how the content is structured and principles organized. The below image shows our bottom-top approach information architecture of the Books & Arts site:

